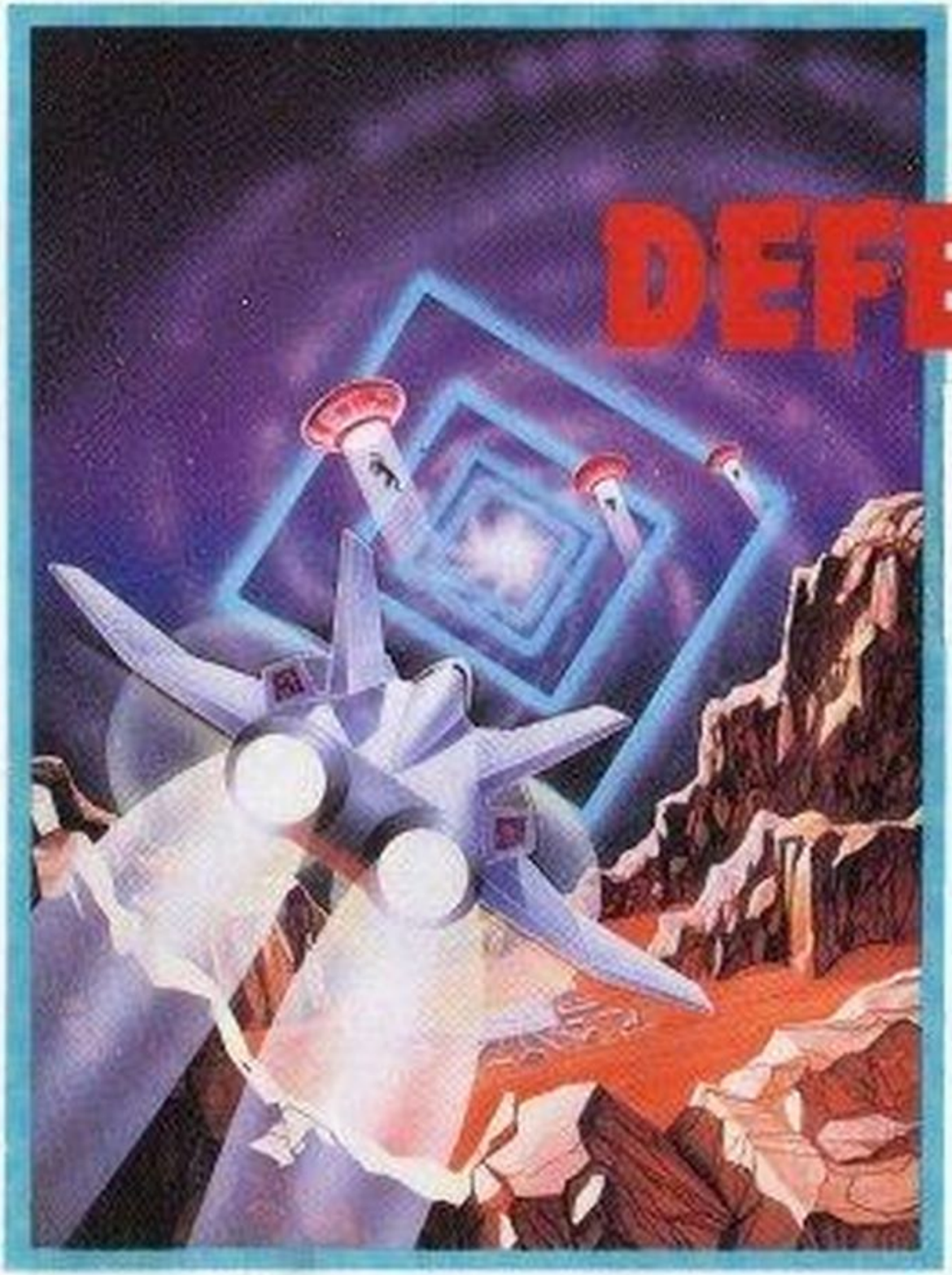
NES-SB-USA



HOW TO PLAY

DEFENDER II™

108950

HAL AMERICA INC.

HAL AMERICA INC.

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Nintendo ENTERTAINMENT SYSTEM®

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CARE FOR YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperatures. Never attempt to dismantle or open game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

THANK YOU

for selecting this exciting arcade classic hit from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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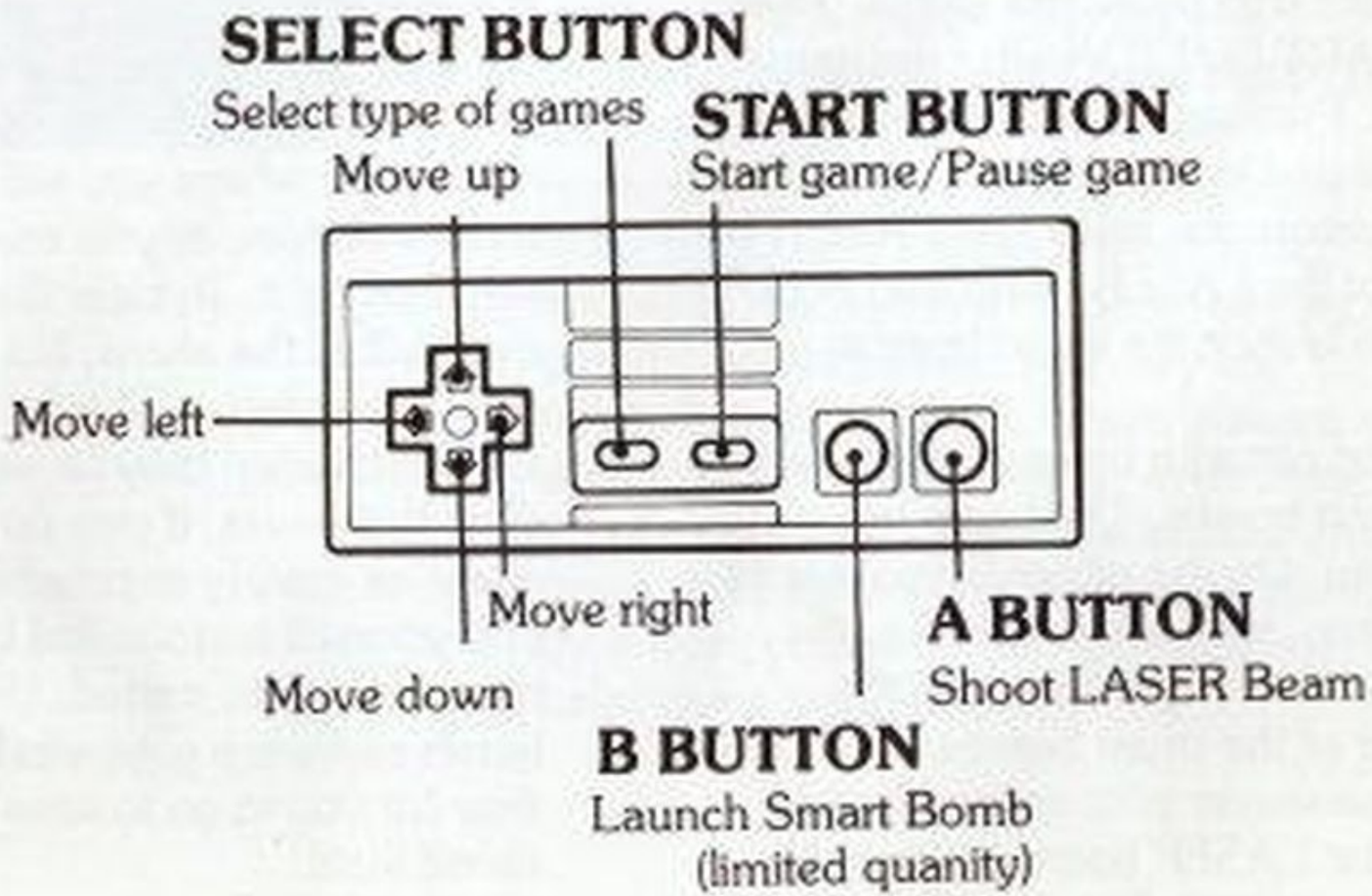
THE STORY

Star date 7211, the distant planet, Ligaras, is being attacked by alien marauders. The residents of Ligaras are being abducted and turned into mutants. You as the top gun of the Defender team, must save those people. The aliens are mean and vicious. You must fight with Landers, Mutants, Yllabian Space Guppys, and more. There is a special gate in each screen which you can warp into the other side of the planet. You meet more enemies there to fight. You are the only one who can save the planet, battle with aliens at the speed exceeding the speed of light, in dark unknown space.

HOW TO USE THE CONTROLLER



HOW TO PLAY

Insert the game pak into your NES, and turn on your computer. Use the SELECT BUTTON to choose a one- or two-player game. Game A is for the beginner and game B is for the expert. If you want to pause the game, press the START BUTTON after the game started. Press again to resume the game. Use the pad to move your spaceship to the direction you wish. Press A BUTTON to shoot the LASER beam and B BUTTON to launch the smart bombs.

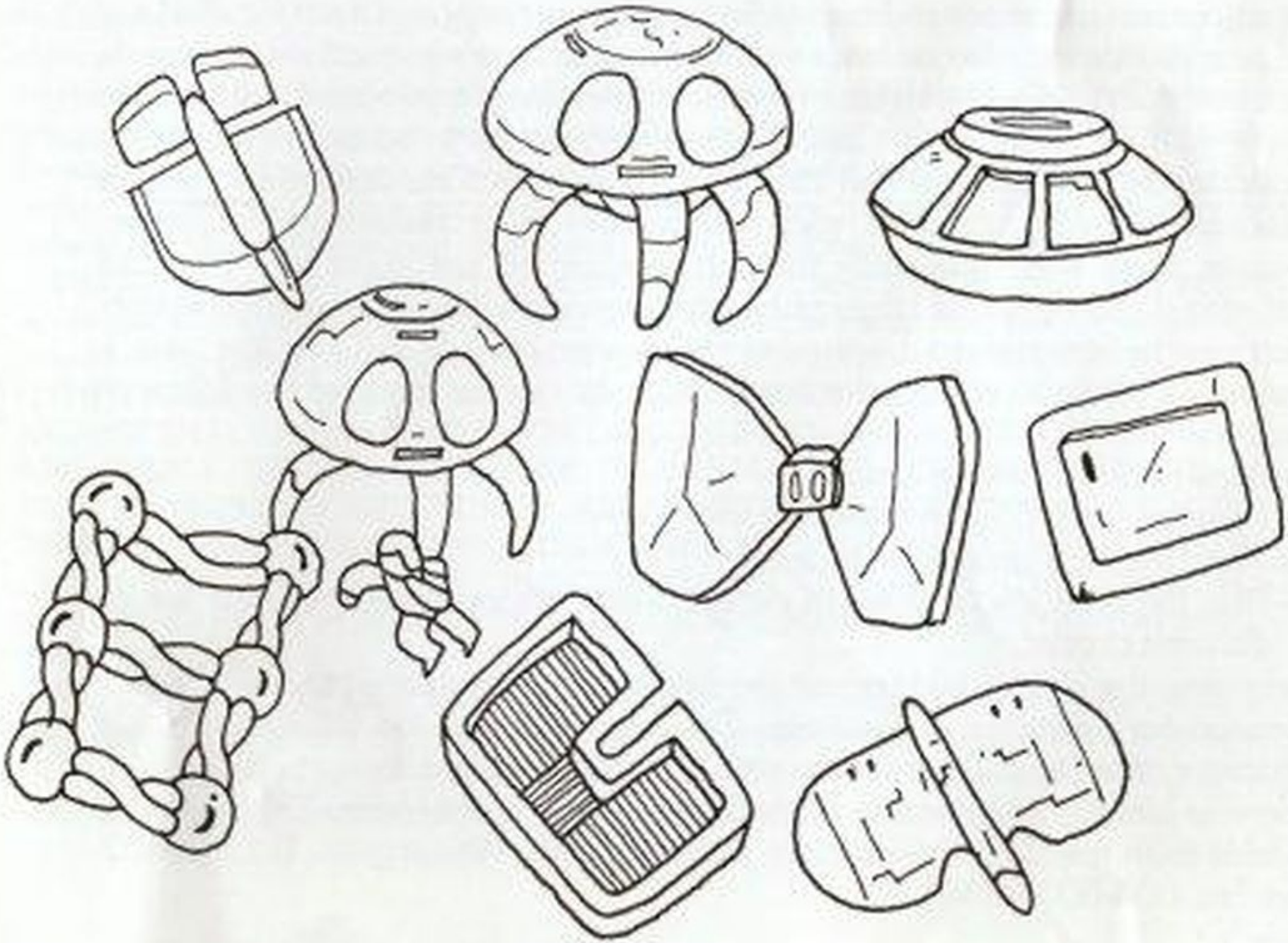
You start out with three spaceships and five smart bombs. The Laser beam is unlimited. On the upper left corner of the screen, you see your score, the number of ships remain, and the number of the smart bombs left. You must maneuver your spaceship and shoot the LASER beam at the aliens. use smart bomb to clear all the aliens in screen at once. But remember, you only have limited number of bombs. You also must save the resident being abducted by shooting the enemies. When you see the sparkling square on the screen, it is the gate to the other side of the planet. You may jump into the gate to get the other side, where you will encounter more enemies, or you may choose to stay and fight. To clear the wave, you must kill all the aliens, but some aliens may be neglected. It is for you to find out which alien may be neglected to clear the waves. If you do not kill all the aliens as quickly as possible, you may find yourself surrounded by more aliens than when you started. Use your smart bomb and warp gate wisely. Well, it is time for you to go to save the planet, Good luck!

PLAYING TIPS

You will be traveling at very high speed, so try not run into aliens. You must remember, that using warp gate and getting to the other side will not save you from fighting with aliens. You may encounter enemies, which may be tougher than the one you were fighting. Using the smart bomb is nice, but remember you only have five to begin with. Try to save residents from being abducted, each saved resident will give you the bonus points. You may find yourself in the situation where you are surrounded by many aliens, even though you thought ycu cleared them all. Don't panic, start fighting with the closer alien, then work your way out. If it does not help, use a smart bomb.

CHARACTERS

DEFENDER-your spaceship
RESIDENT-defenseless, save them for bonus points
SMART BOMB-destroy all the enemies on a screen
MUTANTS-dumb, but get vicious when they eat residents
GUL MUTANTS-mean mutants, chases you around
BAITERS-appear if you take too long to finish off a wave
PODS-bob around like bouncing balls
DYNAMOS-cubic creatures that swirl around the heavens above the planet surface
YLLABIAN SPACE GUPPYS -mindless puppets
FIREBOMBERS- treacherous
PHREDS-nasty creatures



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to adio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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DEFENDER II™

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